

ROS入门  
21讲

# 19.launch启动文件的使用方法

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```
<launch>
  <!-- local machine already has a definition by default.
  This tag overrides the default definition with
  specific ROS_ROOT and ROS_PACKAGE_PATH values -->
  <machine name="local_alt" address="localhost" default="true" ros-root="/u/user/ros/ros/" ros-package-path="/u/user/ros/ros-pkg" />
  <!-- a basic listener node -->
  <node name="listener-1" pkg="rospy_tutorials" type="listener" />
  <!-- pass args to the listener node -->
  <node name="listener-2" pkg="rospy_tutorials" type="listener" args="-foo arg2" />
  <!-- a respawn-able listener node -->
  <node name="listener-3" pkg="rospy_tutorials" type="listener" respawn="true" />
  <!-- start listener node in the 'wg1' namespace -->
  <node ns="wg1" name="listener-wg1" pkg="rospy_tutorials" type="listener" respawn="true" />
  <!-- start a group of nodes in the 'wg2' namespace -->
  <group ns="wg2">
    <!-- remap applies to all future statements in this scope. -->
    <remap from="chatter" to="hello"/>
    <node pkg="rospy_tutorials" type="listener" name="listener" args="--test" respawn="true" />
    <node pkg="rospy_tutorials" type="talker" name="talker">
      <!-- set a private parameter for the node -->
      <param name="talker_1_param" value="a value" />
      <!-- nodes can have their own remap args -->
      <remap from="chatter" to="hello-1"/>
      <!-- you can set environment variables for a node -->
      <env name="ENV_EXAMPLE" value="some value" />
    </node>
  </group>
</launch>
```

Launch文件：通过XML文件实现多节点的配置和启动（可自动启动ROS Master）

```
<launch>  
  <node pkg="turtlesim" name="sim1" type="turtlesim_node"/>  
  <node pkg="turtlesim" name="sim2" type="turtlesim_node"/>  
</launch>
```

**<launch>**      launch文件中的根元素采用<launch>标签定义

启动节点

```
<node pkg="package-name" type="executable-name" name="node-name" />
```

**<node>**

- pkg: 节点所在的功能包名称
- type: 节点的可执行文件名称
- name: 节点运行时的名称
- output、respawn、required、ns、args

## 参数 设置

**<param> /  
<rosparam>**

设置ROS系统运行中的参数，存储在参数服务器中。

```
<param name="output_frame" value="odom" />
```

- name: 参数名
- value: 参数值

加载参数文件中的多个参数：

```
<rosparam file="params.yaml" command="load" ns= "params" />
```

**<arg>**

launch文件内部的局部变量，仅限于launch文件使用

```
<arg name="arg-name" default="arg-value" />
```

- name: 参数名
- value: 参数值

调用：

```
<param name="foo" value="$(arg arg-name)" />
```

```
<node name="node" pkg="package" type="type" args="$(arg arg-name)" />
```

## 重映射

**<remap >**

重映射ROS计算图资源的命名。

`<remap from="/turtlebot/cmd_vel" to="/cmd_vel"/>`

- from: 原命名
- to: 映射之后的命名

## 嵌套

**<include>**

包含其他launch文件，类似C语言中的头文件包含。

`<include file="$(dirname)/other.launch" />`

- file: 包含的其他launch文件路径

\* 更多标签可参见: <http://wiki.ros.org/roslaunch/XML>

```
<launch>
  <node pkg="learning_topic" type="person_subscriber" name="talker" output="screen" />
  <node pkg="learning_topic" type="person_publisher" name="listener" output="screen" />
</launch>
```

simple.launch

```
<launch>

  <param name="/turtle_number" value="2"/>

  <node pkg="turtlesim" type="turtlesim_node" name="turtlesim_node">
    <param name="turtle_name1" value="Tom"/>
    <param name="turtle_name2" value="Jerry"/>

    <roscpp param file="$(find learning_launch)/config/param.yaml" command="load"/>
  </node>

  <node pkg="turtlesim" type="turtle_teleop_key" name="turtle_teleop_key" output="screen"/>

</launch>
```

turtlesim\_parameter\_config.launch

## • Launch示例

```
<launch>
```

```
<!-- Turtlesim Node-->
```

```
<node pkg="turtlesim" type="turtlesim_node" name="sim"/>
```

```
<node pkg="turtlesim" type="turtle_teleop_key" name="teleop" output="screen"/>
```

```
<node pkg="learning_tf" type="turtle_tf_broadcaster" args="/turtle1" name="turtle1_tf_broadcaster" />
```

```
<node pkg="learning_tf" type="turtle_tf_broadcaster" args="/turtle2" name="turtle2_tf_broadcaster" />
```

```
<node pkg="learning_tf" type="turtle_tf_listener" name="listener" />
```

```
</launch>
```

start\_tf\_demo\_c++.launch

```
<launch>
```

```
<include file="$(find learning_launch)/launch/simple.launch" />
```

```
<node pkg="turtlesim" type="turtlesim_node" name="turtlesim_node">
```

```
<remap from="/turtle1/cmd_vel" to="/cmd_vel"/>
```

```
</node>
```

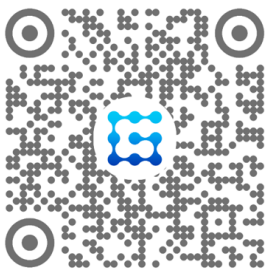
```
</launch>
```

turtlesim\_remap.launch

# 感谢观看

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